AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method controlling a computer game, comprising the steps of:

imaging a sequence of scenes including the head of a user of the computer; ~~and~~

comparing visual characteristics from a portion of a scene to ~~seene~~ a center of said portion of a scene to determine movement of the user's head within the scene wherein at least one of the visual characteristics is color; ~~and~~

providing a weighted average of color to compute the location of the user's head based upon color alone; and

controlling the game in accordance with the movements.

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2. (Currently Amended) The method of claim 1, wherein the visual characteristics include ~~color,~~ shape or location.

3. (Currently Amended) The method of claim [[1]] 2, wherein the visual characteristics include a combination of static and dynamic characteristics.

4. (Original) The method of claim 3, further including the step of modeling of the dynamic characteristics to yield an estimate of head position.

5. (Currently Amended) The method of claim 1, further including the step of initiating ~~the~~ head tracking through a graphical user interface.

6. (Currently Amended) The method of claim 5, wherein the graphical user interface provides a bounding box displayed in ~~the~~ a screen to assist in targeting the user's head.

7. (Currently Amended) The method of claim 2, further comprising the step of enabling a match in color despite the differences arising from lighting and shadows.

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8. (Currently Amended) The method of claim 2, further comprising the step of enabling a match in color within a threshold of hue.

Cont.

9. (Original) The method of claim 1, wherein the step of comparing the visual characteristics includes a comparison of pixels from scene to scene.

10. (Original) The method of claim 1, further including the step of determining if the user's head was moved outside of the scene.

11. (Cancelled)

12. (Currently Amended) The method of claim 1, further including the step of ~~segmented~~ segmenting a region defined by a predetermined closeness of color as an estimate of target shape.

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13. (Original) The method of claim 1, further including the step of continuing to track the user's head when moving in front of or behind a similarly colored object in the scene.